

1 **ABSTRACT**

2 Systems and methods are described for scaling a graphical user interface
3 (GUI) to fit proportionally in displays of different sizes. Bounds of display objects
4 to be displayed in the graphical user interface are defined in terms of position
5 relative to horizontal and vertical dimensions of a display on which the GUI is
6 rendered. An application defines the GUI in relative terms, but an end user may
7 alter the look and feel of controls in the GUI. A tiered sizing schema is described
8 that provides size constraints for display objects. The end user is limited as to how
9 much a size of a display object can be altered in order to preserve the integrity of
10 the original specifications of the GUI when the GUI is displayed on displays of
11 various dimensions.
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